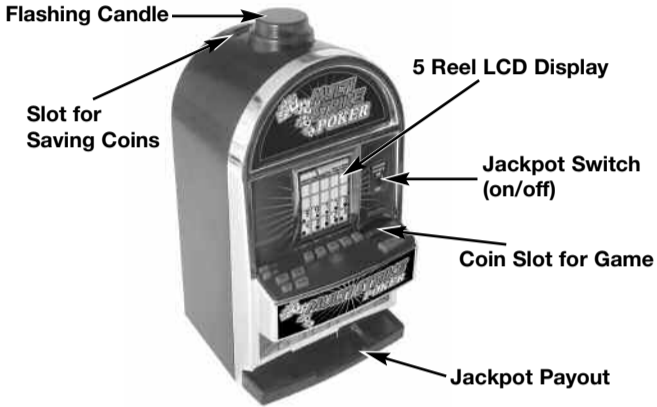


MULTI STRIKE POKER



Model 75058
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82394600 Rev.A

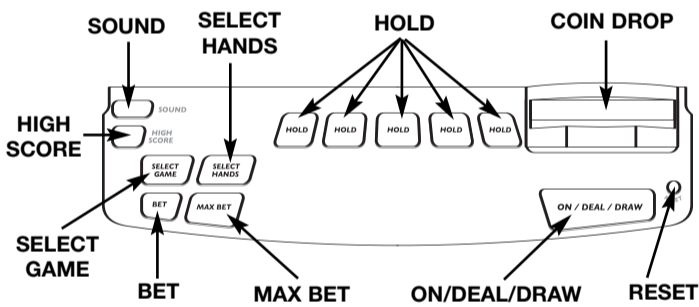


A NEW WAY TO PLAY...

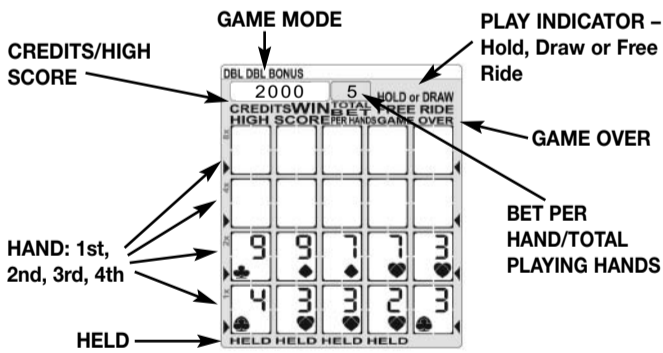
Single-hand draw poker will never be the same! Climb your way up to the ultimate pay-off. Each winning hand will advance you to the next of four potential poker hands with increasing PAY TABLES. The excitement of jackpot payouts, flashing candle and bells will leave you pushing the limits with three game modes:

- Double Double Bonus
- Jacks or Better
- Deuce Wild

FEATURES AND BUTTONS



DISPLAY



ON/DEAL/DRAW – Press ON to turn the unit on. Press DEAL to have the initial 5 cards from the deck dealt for each hand. Press DRAW to replace the cards that are not HELD within a hand.

SELECT GAME – Press this button to toggle through and select one of the three game modes:

- Double Double Bonus
- Jacks or Better
- Deuces Wild

SELECT HANDS – Play up to four potential hands. You will add a hand each time you press the button or you can press and hold this button to select all four hands.

BET – Bet up to 5 credits per hand. You will add 1 credit each time you press the button.

MAX BET – Pressing this button will allow you to play all 4 HANDS and bet the maximum number of credits per hand (5 credits).

HOLD – After the initial cards are dealt, press the corresponding HOLD button below each row or card to keep cards active within each hand.

HIGH SCORE – Press this button to see the highest score reached within the current GAME MODE.

SOUND – Press this button to turn the sound ON or OFF.

RESET – Insert a blunt point into the RESET button to reset the game settings.

COINS – COINS have no impact on game play; however, you have two options when using COINS. At any time, you can insert COINS into the COIN DROP or

E

SLOT FOR SAVING COINS. Once you insert COINS into the COIN DROP, they are held in reserve until you have a winning hand and receive a JACKPOT PAYOUT. The SLOT FOR SAVING COINS is a separate reserve that lets you save COINS like a bank. Both COIN reserves can be accessed at any time.

JACKPOT PAYOUT – After a round with 1 to 4 winning hands, the JACKPOT coins are released. However, you can release the coins at anytime by pushing the JACKPOT PAYOUT release button inside the coin tray.

JACKPOT SWITCH (ON/OFF) – When turned ON, a JACKPOT will be paid at the end of a winning round.

BEFORE YOU BEGIN:

The ultimate objective of MULTI-STRIKE POKER is to create 4 consecutive winning draw poker hands to maximize your TOTAL CREDITS. You'll begin with 2000 credit points and each winning hand will allow you to move up a 4 rung ladder to the next hand with increasing multipliers and potential winnings. Winning card combinations are similar to any basic poker hand (See RANKING OF HANDS); however, each of the three games has additional card combinations that make each game unique (See PAY TABLES).

HOW TO PLAY:

Turn on MULTI-STRIKE POKER by pressing the ON button. Using the SELECT GAME button, choose the poker game you would like to play: Double Double Bonus, Jacks or Better or Deuces Wild. Next, select the number of poker hands you would like to play by pressing the SELECT HANDS button. You have the option to play from 1 to 4 poker hands. The more hands you play, your chance to leverage higher pay-tables will increase each hand.

Once you've selected the number of hands, press the BET PER HAND button to select the amount you want to BET. You can BET up to 5 credits per hand which multiplies your winnings across each PAY TABLE (Double Double Bonus, Jacks or Better, Deuces Wild).

At the beginning of each round, a BET is deducted from your TOTAL CREDITS. This BET is determined by the number of selected poker hands (1-4) times the credits (1-5) you've decided to BET. For example, if you've chosen to play 3 poker hands and BET 5 credits PER HAND, you will have 15 credits deducted from your total credit at the beginning of a round.

NOTE: If your TOTAL CREDITS are less than the amount required to pay a BET, your BET will automatically decrease to the amount your TOTAL CREDITS can cover.

After you've selected your game, the number of hands, and credits per hand; you can begin your first hand. Press the DEAL button to have five cards dealt face up. Build a winning hand by pressing the corresponding HOLD buttons under the cards you would like to keep active. Then press DRAW to discard the non HELD cards in exchange for up to 5 new cards.

NOTE: All the changes to your BET must be made before pressing DEAL. After DEAL is pressed, BET PER HAND, MAX BET, and SELECT HANDS buttons are not available. These buttons remain unavailable until the round is over.

If you have a winning hand, the credits that you have won will be displayed; however, the credits will not be immediately added to your total score unless you only play one hand. If you play more than one hand, you will then move up to the next hand for a chance to earn double the PAY TABLE points. PAY TABLE points are multiplied by 2X on the second rung, 4X on the third rung, and 8X on the top or last rung.

The round is over when you lose the hand you are playing or you have played all the selected hands. The winning or earned credits for each hand will be added to the TOTAL CREDITS at the end of each round.

FREE RIDE CARD: This card will be randomly dealt as one of the initial five cards in any hand. Even if you don't win the hand you are playing, this card will automatically advance you to the next rung.

Once a round has ended, to play the same game with the same number of hands and credits per hand; press the deal button and another round will start. If you would like to play again with different options, please review the above HOW TO PLAY section to adjust your selections.

PAY TABLES:

NOTE: Each of the following PAY TABLES is slightly different; however, you're always trying to maximize your TOTAL CREDIT points. If you max out your TOTAL CREDIT points by reaching "1,999,999", it will roll-over and start again with "2000" credits. However, your score of "1,999,999" will be held in memory as a high score. If you lose all your TOTAL CREDIT points to "0", you will automatically receive a default setting of "2000" TOTAL CREDIT points before you continue play.

DOUBLE DOUBLE BONUS

PAY TABLE		
Pay Name	1 Point	5 points
Royal Flush	250	4000
Straight Flush	50	250
4 Aces Plus 2, 3, 4	400	2000
Four 2's, 3's, 4's, Plus Ace, 2, 3,4	160	800
4 Aces	160	800
Four 2's, 3's, 4's	80	400
Four 5's thru Kings	50	250
Full House	10	50
Flush	6	30
Straight	4	20
Three of a Kind	3	15
Two Pair	1	5
Jack's or Better	1	5

JACKS OR BETTER

PAY TABLE		
Pay Name	1 Point	5 points
Royal Flush	250	4000
Straight Flush	50	250
Four of a kind	25	125
Full House	9	45
Flush	6	30
Straight	4	20
Three of a Kind	3	15
Two Pair	2	10
Jack or Better	1	5

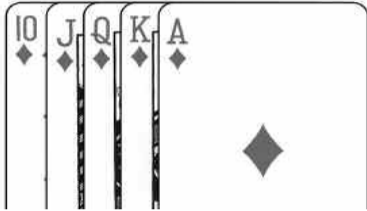
DEUCES WILD

PAY TABLE		
Pay Name	1 Point	5 points
Royal Flush(No Wild)	250	4000
Four Deuces	200	1000
Royal Flush with Deuces	25	125
Five of a Kind	15	75
Straight Flush	9	45
Four of a Kind	5	25
Full House	3	15
Flush	2	10
Straight	2	10
Three of a Kind	1	5

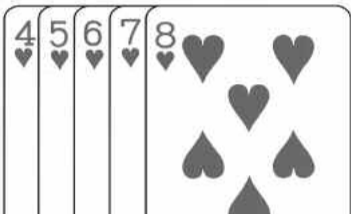
RANKING OF THE HANDS:

Here are the basic hands, in order of the strongest to the weakest. However, each of the 3 game modes has other winning combinations that are identified in the above payables that make each game unique.

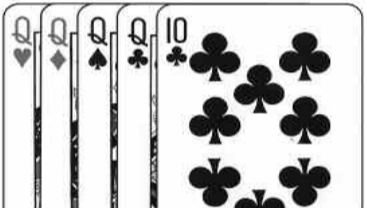
1. **Royal Flush:** A royal flush is a straight flush that has a high card value of Ace (Ex: A, K, Q, J, 10).



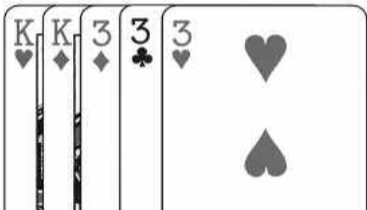
2. **Straight Flush:** A five card sequence in the same suit. (Ex: 8, 7, 6, 5, 4).



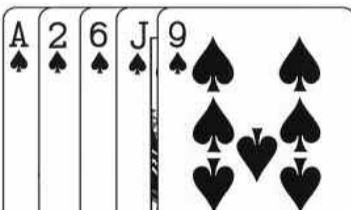
3. **Four of a Kind:** Four cards of the same value. (Ex: Q, Q, Q, Q).



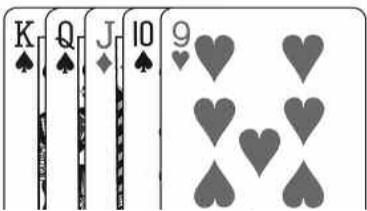
4. **Full House:** Three of a kind combined with a pair (Ex: 3, 3, 3, K, K). Ties on a full house are broken by the three of a kind, since it is impossible to have two equal sets of three of a kind in a single deck.



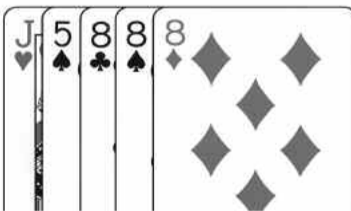
5. **Flush:** Any five cards of the same suit, but not in sequence. If two people both have a flush in the same suit, the person with the highest card is the winner.



6. **Straight:** Five cards in sequence, but not in the same suit. **Note:** There is no wrap around (it doesn't work if you have K, A, 2, 3, 4). The straight that has the highest card wins.



7. **Three of a Kind:** Three cards with the same value are considered three of a kind (Ex: 8, 8, 8). The three of a kind of the highest value wins.



8. **Two Pair:** Two pairs (Ex: 7, 7, Q, Q). The pair with the higher value is used to determine the winner of a tie.



BATTERY INSTALLATION

This game is powered by two (2) C (LR14) batteries.

- To remove cover, press down on the cover and slide outward.
- Insert two (2) C (LR14) batteries. We recommend to use alkaline batteries.
- Replace the battery compartment door.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc.) may cause the game to stop working. Just reset the game, and it will work again.

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:
RADICA U.S. Ltd.
 13628-A Beta Road
 Dallas, TX 75244-4510



RADICA: ®
 ©2005 RADICA GAMES LTD.
 PRODUCT SHAPE™
 ALL RIGHTS RESERVED

©2002, 2005 Leading Edge Design, LLC
 All Rights Reserved
 US patent 6, 612, 927.
 Other Patents pending.